See reverse side for Instructions

Bill & Ted's EXCELLENT adventure™

ATARI®

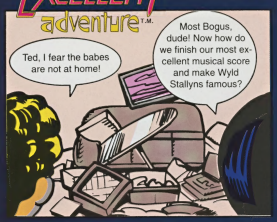
LYNX™

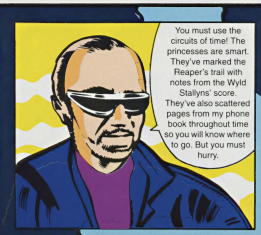
VIDEO GAME CARD • CARTE DE JEU

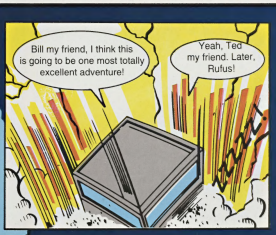
ATARI®

1 TO 2 PLAYERS

Bill & Ted's EXCELLENT adventure™







GETTING STARTED

1. Insert the Bill and Ted's Excellent Adventure game card. If two dudes or dudettes are playing, use the Comlynx cable and insert a card in each Lynx. Turn on your Lynxes.

2. Press **A** or **B** to totally clear the Title screen. The Player Selection Screen appears. Select either Bill or Ted, and press **A** or **B**. In a two-player game, Bill and Ted must work together. In a one-player game, the character you choose will complete each world as his friend guards the phone booth.

3. Press **A** or **B** again. The Play Game screen appears. Select New Game to start fresh, or select Old Game and enter the correct password to resume a previous game.

4. Press **A** or **B** to begin the game.

PLAYING THE GAME

When the game begins, Bill and Ted's phone booth lands in Ancient Egypt.

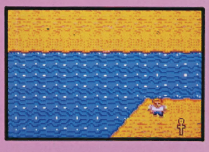
Bill and Ted must travel through several places and times to rescue the royal babes from Medieval England. Along the way, they must search for musical notes and phone book pages.

They must also learn to use time paradoxes and musical instruments as they attempt to solve complex puzzles and avoid defeat by dangerous forces. By solving mazes, picking up special items, interacting with people from different times, and avoiding dangerous guardians, Bill and Ted can find all the notes to their musical score. More important, they'll get vital clues to help them locate Joanna and Elizabeth. (*In a two-player game, both players can play separate instruments. Sometimes, this is very useful.*)

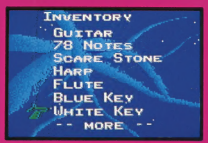
Notes are hidden in groups of sixteen. Bill and Ted must find each note in the set before they can go on. When the last note is found, our most triumphant heroes will gain access to areas that require musical knowledge to enter. Other times, the final note may reveal a page to the phone book. Bill and Ted cannot travel to any area without first finding the correct phone number.

When in the phone booth, you can press **A** to see a list of possible time periods. Select one to go to with the **A** button as well.

Bill and Ted must also find special objects in each world. These objects will usually help solve a problem somewhere in the game, often in a totally different world. For example, the characters may find a way cool ankh hidden somewhere in Egypt that will allow them to complete a gnarly puzzle in another time or place. Without this ankh, they will not be able to solve the puzzle and continue to the next world.



To use an object, press **A**. Bill and Ted's inventory screen appears.Use the joypad to point to an object, then press B. That object is now active. For example, if Bill and Ted are being chased by wild beasts, you might try to play one of the instruments you have found.



Of course, if you do not use the right instrument, Bill and Ted may be totally eaten by the beasts. Bogus!

Musical instruments have other uses as well. For example, Bill and Ted may meet an ancient Roman who asks them to find a specific instrument. If they can find the instrument and return it to the character, they will probably receive some kind of reward.

Sometimes, Bill and Ted must take advantage of their ability to travel back and forth through time. For example, somewhere in the game they may find an object which they must return to the same place, but in a different time. If they forget to return the object, they may not remember to do something they have to do later. Or earlier. Whatever.

In some places, Bill and Ted must find colored keys before they can unlock matching locks. The key and lock must match.

Bill and Ted may need an extra speed boost to get through certain mazes or to escape from various enemies. Press the **B** button while moving in any direction to make your character run. Be careful, though; it's harder to control your character when he's running as fast as he can. Who knows what he might run into?

RESUMING A GAME

Bill and Ted's Excellent Adventure is a complex game that cannot be solved in a very short time. The game contains a special password feature that allows players to quit a game, then resume again where they left off. To view the current password, press **A** to see the inventory screen, then press **A** again. The status screen appears, showing the current score and the password. Write the password down. When you're ready to start again, start the game as usual. When you get to the Play Game screen, select Old Game, then enter the password you wrote down. The game begins close to where you left off, with all the items you originally had.

STRATEGY

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